+ Cylinder()

+ Cylinder(radius:Double, height:Double)

+ Cylinder(height:Double, radius:Double, color:String,

filled:Boolean)

+ getHeight():Double

+ setHeight(height:Double):void

+ getArea():Double

+ getAreaAround():Double

+ getVolume():Double

+ toString():String

- height:Double = 1.0

**Cylinder**

+ Circle()

+ Circle(radius:Double)

+ Circle(radius:Double, color:String, filled:Boolean)

+ getColor():String

+ setColor(color:String):void

+ isFilled():Boolean

+ setFilled(filled:Boolean):void

+ getRadius():Double

+ setRadius(radius:Double):void

+ getArea():Double  
+ getPerimeter():Double

+ toString():String

- radius:Double = 1.0

- color:String = “red”

- filled:Boolean = true

**Circle**